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10.27.09



TEKKEN 6

**"SLEEKER, SMOOTHER, AND
MORE SATISFYING 3D FIGHTER
THAN WE'VE SEEN IN YEARS."**

-GAMEPRO



**"NEAR GAMEPLAY
PERFECTION"**

-GAME INFORMER



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PlayStation



PlayStation Network



May contain content
inappropriate for children.
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rating information.



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INSTRUCTION MANUAL



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

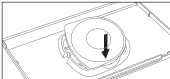
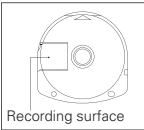
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY.
- Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT NARUTO™ Shippuden: Legends: Akatsuki Rising disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick® Duo

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.



TITLE MENU

Load	Load save data from the game.
New Game	Start a new game.
Options	Configure game settings.
Data Install	Install data to your Memory Stick Duo™ to shorten game load times



OPTIONS MENU

OPTIONS can be used to change message speed , controls, and language settings.

**Some options can only be configured from the title or main menu.*

Message Speed	Change the speed of text displayed in events.
Data Install	Select or deselect data installation. <i>(May only be set from title and main menu Options.)</i>
Key Config	Alter button configurations.
Sound	Adjust volume for background music, sound effects, and voices.
Language Settings	Set the language of text and voices. <i>(May only be set from title menu Options.)</i> [North American sku]: Voice: English/ Japanese Subtitles: English/French [European sku]: Voice: English/Japanese Subtitles: English/French/German/ Italian/Spanish
Exit	Return to previous screen.



Game modes are selected from the main menu.

* When starting from a New Game, the Main Menu cannot be accessed until completion of the first chapter.

Scenario Mode	Play the [Kazekage Retrieval] scenario.
Mission Mode	Freely take on missions.
Change Equipment	Equip or change weapons, recovery items, and scrolls.
Shop	Buy/sell items or combine scrolls.
Survival Mode	Take on the role of a Leaf or Sand ninja, and go into battle.
Battle Mode	Compete in serious 1-on-1 battle with your favorite characters.
Join Friend	Start network play.
Options	Change settings.
Save	Save your play data.

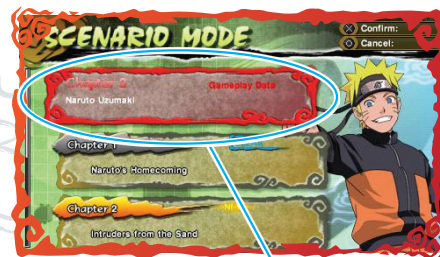
SCENARIO MODE

Clearing one scenario allows access to the next.

RESUME SCENARIO FUNCTION

If the game is saved during a scenario, "Resume Scenario" will be displayed on the select screen. Resuming a scenario acts as a "bookmark" to return to a point within the scenario. Ignoring "Resume Scenario" and playing other chapters from the beginning is also possible.

* Saving in a new Scenario Mode will overwrite the "Resume Scenario" function.



Saving during a scenario enables the "Resume Scenario" command.

MISSION MODE

The missions in Mission Mode are made available with:

- 1 Progression through Scenario Mode
- 2 The completion of certain missions

Mission Mode is divided into S, A, B, C, and D ranks. In order of difficulty, S is the most difficult and D the least. Some missions classified as low rank may also be quite challenging. Selecting "ALL" lists all missions.



RESUMING A MISSION

If the game is saved during a mission, "Resume Mission" will be displayed on the mission select screen. Resuming a mission acts as a "bookmark" to return to a point within the mission. Ignoring "Resume Mission" and playing other missions from the beginning is also possible.

* Saving during a new mission will overwrite the previous "Resume Mission."



Saving during a mission enables the "Resume Mission" command.

SURVIVAL MODE

Clearing a Survival Mode mission grants access to the next mission.

* Some conditions may be necessary for progression.

AKATSUKI MODE

Akatsuki Mode becomes available after clearing all Scenario Modes. You will play these scenarios as a member of the Akatsuki. New missions become available as current missions are cleared.

BATTLE MODE

Battle Mode allows you to battle 1-on-1 with your favorite characters.

Fulfilling certain conditions increases the number of available characters.

Also accessible in Battle Mode are

My Data: Allows players to use a character they have leveled up.

Original Data: Allows players to use a pre-configured character.



MY DATA: Use a previously leveled-up character.
ORIGINAL DATA: Use a pre-configured character.

Pressing the  button at the data select screen allows selection of the number of wins in a match. (Default is 2 wins)



Change the number of wins needed for victory.

1 Win: 1 win needed for victory.

2 Wins: 2 wins needed for victory.

3 Wins: 3 wins needed for victory.



Select Character



Select the stage for battle.

Stage size increases from S to M to L.

You can match the stage to your character type.

Choosing SPECIAL selects the stage at random.



START COMBAT!



HOSTING NETWORK PLAY



Select JOIN FRIEND



Connect



Select NEW ROOM



Wait for participants.



Proceed after confirming participants.



Select your character.

* Both players may not select the same character.



Start Playing!



JOINING NETWORK PLAY



Select JOIN FRIEND



Connect and wait for the host player to set a room.



Select the room for network play.



Selecting EVERYTHING IS SET will take you to the mode that the host player has selected.



Player 2 must select a character different than the one selected by Player 1. **Start Playing!**

DISBANDING



Selecting DISCONNECT from the menu inside a room will end network play.

Changing areas during network play

To change areas, it is necessary for both players to occupy the area change circle. It is not possible for only one player to change areas.



Only one player in the circle: You cannot move to another area.



Both players in the circle: You can move to another area.



CONTROLS

Model Shown: PSP®-3000 system

L

Target On/Off

* If no target is present, a long button press resets camera angle.
(While holding down **R**) Activate Hyper Mode

R

(Holding down **R**)
Opens Ninjutsu screen.

△ button

Use NinjaTools
Hold to open a panel.

○ button

Quick Jump
Dash

× button

Jump
Clone Jutsu
Regain Footing
Defense

□ button

Physical Attack
Dodge Attack

analog stick

Character movement

Directional buttons



Select Camp Index
Change camera
Change target



Change items on panel display

SELECT

Reset camera

START

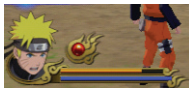
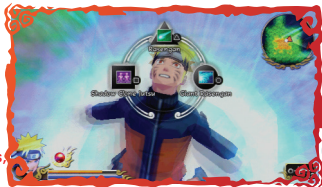
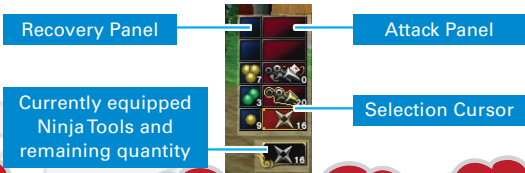
Camp Menu On/Off



Function	Control	Details
Enter	ⓧ button	Confirm.
Cancel	⓪ button	Close opened menus, cancel, etc.
Target ON/OFF	L	During battle, pressing L locks onto the enemy and increases accuracy. Pressing L again disables the lock.
Change target	directional buttons ↑/↓ 	While targeting an enemy, pressing the directional buttons ↑/↓ allows the player to switch targets. The targeted enemy will have a marker displayed above their head.
Change camera	directional buttons ←/→	Pressing directional buttons ←/→ while not locked on an enemy causes the camera to pan around, scanning the area.
Camera reset	SELECT L	Return the camera to its original angle. Only can be used when the target is not locked.
Camp Menu	START	Items, Scrolls, Mission, Status, and Options can be set from this menu. 

Function	Control	Details
Character movement	Analog stick	Move character (run). By moving the analog stick lightly, the character can walk (not possible during lock-on).
Jump	ⓧ button	By pressing ⓧ button while moving the analog stick, the character can jump directionally. Jumping without using the analog stick will make your character jump vertically.
Dash	⓪ button	Pressing ⓪ button while moving the analog stick causes the character to dash in the direction. Not using the analog stick results in a Quick Jump. Characters can not be hit by attacks while Quick Jumping.
Use Ninja Tools	Ⓐ button	Use currently equipped Ninja Tools.
Rapid Attack	⓪ button	Normal attack. Pressing repeatedly causes a rapid-fire attack.
Air Dash	ⓧ button + ⓪ button	Pressing ⓪ button during a jump causes an air dash, propelling the character farther than with a normal jump.
Jumping Ninja Tools	ⓧ button + Ⓐ button	Kunai Knife and other Ninja Tools can be used while jumping.

Function	Control	Details
Jumping Rapid Attack	⬆ button + ⬆ button	Rapid attack while jumping.
Sweep Attack	⌘ button + ⬆ button	Pressing (⌘ button and the ⬆ button before jumping launches into a low attack that knocks opponents off their feet.
Dash Attack	analog stick + ⬆ button + ⬆ button	Pressing ⬆ button during dash creates a dash attack.
Clone Jutsu Dodge Attack	Press buttons when sustaining damage	Pressing ⌘ button just after sustaining attack allows the player to circle instantly behind the enemy. Also useful on distant foes. Pressing ⬆ button after appearing triggers a dodge attack.
Regain Footing	⌘ button when sustaining damage	Pressing ⌘ button after being knocked off balance by an attack allows the player the player to catch their footing, avoiding being knocked over. (Not possible when flipped)
Use Ninjutsu	⬆ R + ⬆, ⬆, ⌘ or ⬆ button	Press ⬆ R to open the Ninjutsu screen, and select a Ninjutsu technique with ⬆, ⬆, ⌘ or ⬆ button.  * For details, refer to "Using Ninjutsu Techniques."

Function	Control	Details
Hyper Mode	⬆ R + ⬆ L	When the Hyper Gauge is full, pressing ⬆ L while holding ⬆ R allows the character to enter Hyper Mode. Certain Ninjutsu techniques may only be used during Hyper Mode. Hyper Mode ends when the gauge is fully depleted.
 * During Hyper Mode, the Hyper Gauge slowly reduces until it disappears, and Hyper Mode ends. 		
Attack Panel and Recovery Panel	Hold ⬆ button	Pressing ⬆ button and holding it down opens the panel. While holding ⬆ button, move the cursor using the directional buttons. Releasing ⬆ button causes the items selected with the cursor to become active. Attack Panel allows the player to change equipped projectiles. Recovery Panel allows the player to instantly use Recovery Items.
 Recovery Panel Attack Panel Currently equipped Ninja Tools and remaining quantity Selection Cursor		

Function	Control	Details
Equipping items	Press START to open the Camp Menu, and pick an item to equip to the panel with the directional buttons. Press X button to confirm, O button to cancel.	Use the Camp Menu to select items, equipping projectiles with the Attack Panel and Recovery Items with the Recovery Panel. After choosing an item, the type can be shifted with directional buttons ←/→ while ↑/↓ picks an Attack Item to equip.
Item Use	Press START to open the Camp Menu, and pick an item to equip to the panel with the directional buttons. Press X button to confirm, O button to cancel.	Recovery Items can be used with the Camp Menu. Selecting the Recovery Item you wish to use with the directional buttons and selecting "Use" will activate the item's effects.



GAMEPLAY SCREEN

Map Movement Screen (Scenario, Mission, Practice)

Enemy Stamina Gauge

Enemy (Ninja)

Lock-on Cursor

Radar Map



Image of Your Character

Character's gauges
Orange: Stamina
Blue: Chakra

Equipped Ninja Tool and remaining quantity

Name	Function
Enemy Stamina Gauge	During battle, the Stamina Gauge for the last enemy that received damage is displayed.
Radar Map	A map centered around the player character that reveals nearby enemies and destinations. Your character is an orange triangle, the second player is light blue, enemies are white, and the destination is red.



Hyper Gauge	A gauge that stores the power necessary to enter Hyper Mode. When filled it will begin to glow.
Player Character Image	Displays the image of the character you are currently controlling.
Character's gauges	The Stamina Gauge displays the physical power of the character. At 0, the character loses consciousness. The Chakra Gauge displays the power necessary in using Ninjutsu.
Equipped Ninja Tool	An icon of the Ninja Tool equipped from the Camp Screen and its remaining quantity.

Map Movement Screen (Battle Mode)

Player character gauges
Orange: Stamina Gauge
Blue: Chakra Gauge

Opponent Character gauges
Orange: Stamina Gauge
Blue: Chakra Gauge



Player Character

Ninja Tools, Remaining
(Can not be changed in battle Mode)



SAVING AND LOADING

Saving

There are two ways to save your progress.

- 1 Saving from the Main Menu
- 2 Saving from a Save Point in the field

Aside from during Chapter 1, using either method to save and then loading the game will start the player from the Main Menu.

For details on saving and resuming during Scenario Mode or Mission Mode, please view the section "Resuming play in Scenario Mode or Mission Mode."

Resuming Play in Scenario Mode or Mission Mode

After saving at a Save Point during Scenario or Mission Mode, the following methods can be used to resume play from each mode.

Resuming Scenario Mode: Enter Scenario Mode, and select RESUME SCENARIO.

Resuming Mission Mode: Enter Mission Mode, and select RESUME MISSION.

Saved data from a Save Point in either Scenario Mode or Mission Mode will be erased in the following cases:

1. Saved data is used to resume play, and the scenario or mission is cleared.
2. Player attempts either the same or a different scenario/mission without using the saved data to resume play.

CAMP SCREEN

Pressing the START button during game play brings up the Camp Screen.

From this screen the player can use items, equip scrolls, check or abandon missions, etc.

*The Camp Screen can not be used in Battle Mode.



CAMP COMMAND DETAILS



Items:
Use healing items.
Equip attack or healing items.
Discard an item.



Skill Scroll:
Equip a scroll.
Discard a scroll.



Mission:
Check mission details.
Abandon a mission.

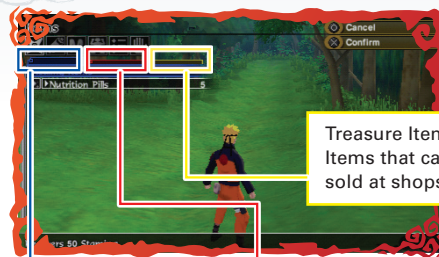


Status:
Check player character abilities.



Options:
Change various game settings.

Items



Healing Items Tab
Recovery, Chakra, and other items are shown here.

Attack Items Tab
Kunai Knife, shuriken, and other items are shown here.

EQUIPPING ITEMS

Healing Items can be used in the Camp Screen, However it is also possible to equip them to the Healing Item Panel.

Attack Items can only be used by equipping them to the Attack Panel.

Healing Item Panel

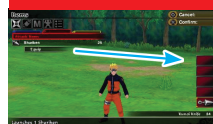


Equipping Healing Items

Select the Healing Item to equip, and confirm "Equip."

The Healing Item Panel will allow you to freely equip the items.

Attack Item Panel



Equipping Attack Items

Select the Attack Item to Equip, and confirm "Equip."

The Attack Item Panel will allow you to freely equip the items.



Skill Scrolls

The Skill Scroll Window is divided into the following tabs:

Tab types:	
Red tab	Attack Scroll
Blue tab	Ninjutsu Scroll
Orange tab	Defense Scroll
Light-blue tab	Resistance Scroll
Yellow tab	Ninja Tool Scroll
Green tab	Special Scroll
Purple tab	Ingredient Scroll
White tab	Character Scroll
Grey tab	Skill Scroll List

EQUIPPING SKILL SCROLLS

Equipping Skill Scrolls can allow the player to increase character parameters and utilize new Ninjutsu techniques.

* Ninjutsu must be equipped as a scroll to be available for use!

Potential Necessary for Skill Scrolls.

Equipping scrolls requires a certain level of Potential, the necessary value of which increases as more scrolls are equipped. Scrolls that exceed a character's Maximum Potential can not be equipped.

Increasing Maximum Potential

A character's Maximum Potential can be increased by leveling up or by using items.

Missions

The Mission Window shows the mission currently assigned.

ABANDONING MISSIONS

With the Mission Window open, choosing "Abandon mission" and confirming with "YES" will allow the player to cancel the current mission.

* Experience points and money gained up until abandoning the mission will remain in the player's inventory.

Warning!

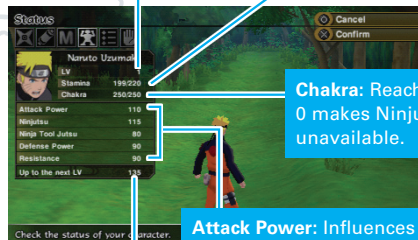
The **M** command is only displayed during Mission Mode. It isn't selectable during other modes.

Status

This window can be used to check the parameters of the current character. The parameters have the following effects:

LV: The player character's current level.

Stamina: Reaching 0 results in mission failure.



Chakra: Reaching 0 makes Ninjutsu unavailable.

Up to the next LV: Displays experience points necessary to gain a level.

Attack Power: Influences the power of normal attacks.
Ninjutsu: Influences the power of Ninjutsu techniques.
Ninja Tool Jutsu: Influences the effects, attack, and defensive properties of items.
Defense Power: Influences the damage sustained from enemy attacks.
Resistance: Influences the damage sustained from enemy Ninjutsu.



LEVELING UP

When experience points accumulate to a certain degree, the character will level up.

Experience points can be gained through the following means:

- Defeating enemies

- Clearing Scenario Mode

- Clearing missions

- Clearing Survival Mode

When a Support Character is present the Support Character will gain experience equal to a percentage of what the main character gains.

The following parameters may be increased through leveling up:

Stamina, Chakra, Attack Power, Ninjutsu, Ninja Tool Jutsu, Defense Power, Potential, Ninjutsu Slots



SHOP

The shop can be used to:

- *Buy or sell items.

- *Sell or combine Skill Scrolls.

SHOP ICONS



Item Icons

View the item shelf.

Players can buy or sell items.



Skill Scroll Icons

View the Skill Scroll shelf.

Players can sell or combine Skill Scrolls.

Item Shelf

When viewing the item shelf, players can:

Buy or sell items. / Sell or combine Skill Scrolls. / Equip items.

BUYING ITEMS

Healing Items

This tab contains items that recover Stamina and Chakra, or cure status ailments such as poison. They can be equipped via the Healing Item Panel.

Attack Items

This tab contains items used to attack the enemy such as Kunai Knives and Shurikens. They can be equipped via the Attack Item Panel.

Skill Scrolls Shelf

By viewing the Skill Scroll shelf, players can:

Sell Skill Scrolls. / Combine Skill Scrolls. / Equip Skill Scrolls.

COMBINING SKILL SCROLLS

Skills Scroll combination involves fusing two Skill Scrolls together into one stronger scroll.

However, it is important to remember that the combined Skill Scroll will have a greater required Potential.

*** Skill Scrolls can not be combined while equipped to a character.**

1 Combination screen 1: Selecting the first scroll

2 Combination screen 2: Selecting the second scroll

After selecting the second Skill Scroll, the Skill Scroll that will be created in the combination is displayed below. (Scrolls being combined for the first time are displayed as ???) A confirmation message will be displayed, and selected "Yes" begins the combination.

3 Combination screen 3: Skill Scroll complete!

The Skill Scroll combination occurs, and a new scroll is created. For newly-combined Skill Scrolls, the name and properties of the scroll can be verified on this screen.

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?

Having problems getting your game to work properly?

Now you can get one-on-one help from
NAMCO BANDAI Games America Inc.
using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday
Pacific Time.

NAMCO BANDAI Games America Inc.

ATTN: Customer Service
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.



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